

IDST 148: Game Design for Multimedia

Instructor: Elissa Cline

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Course Material: www.myholler.com/flash

Tuesdays 12-4pm (lecture / workshop + lab)

Office Hours by appointment

This class will cover game design with an emphasis on game types, character and level design. Planning and production will focus on storyboarding, interface design, interaction design, game testing and development. Students will learn 'games' by playing them, deconstructing them and prototyping a game of their own creation using Macromedia Flash as the main development tool. The goal of this class is to learn different types of game design through 'mock ups' and simple game creation.

Required Supplies

USB mini drive (recommended!!!)

Grading Policies

Attendance/Participation:

10%

Attendance and on time arrival to class is required. Tardiness will result in 50% off your daily attendance grade. It is your responsibility on late arrival to make sure I mark you present. E-mail: elissa@myholler.com before class to announce your absence.

In-Class Exercises:

20%

These exercises will be worked on during the lab time. They will provide a variety of skills in isolation regarding game design.

Assignments:

20%

Exercises and Assignments are due at the beginning of class unless otherwise noted. Exercises and Assignments turned in late will have deducted 25% from a total of 100 points. Anything turned in more than one class late will not be accepted without overriding exceptions.

Quizzes:

10%

Final Project Total Points:

40%

Final Project =

30%

Pre-production Materials =

10%

Additional extra credit

To be announced. (*each one is worth 1 point*)

Important Note on turning in assignments

Name your files - *lastname.fl*a or *lastname.sw*f (*no spaces!!!*). Include all files in a folder with your name on it. All files will be dropped into a designated folder on the teacher's station at the beginning of class!

Disclaimer! Prerequisites for this class are IDST 146 or CIS 183A as well as IDST 125; you should come to this class with some skills using Macromedia Flash plus a good 'working' knowledge of Adobe software (Photoshop, Illustrator) and Sound editing Software. You should also have a practical design sensibility and be able to organize information knowledgeably without much effort.

Schedule (subject to change)

Date	Topic	Due
1/13	<p>History of game design. Terms. Course strategies and surveys. Game Genres defined. What makes a Game a Game?</p> <p>LAB: Warm Up on Drag and Drop. Free form explorations of 'PLAY'</p>	<p>Surveys</p> <p>Go and sketch out a simple character using paper and pencil. Sketch a side and front view.</p>
1/20	<p>Character 'Sprite' Design. Idea Sketching. Animation using flash. Avatars and the idea of subject verses object.</p> <p>LAB: Character Design and animation.</p>	<p>Basic animation using flash.</p> <p>Bring sketches of character to class to visualize using Flash.</p>
1/27	<p>Story design. Coming up with 'story' and 'scene' (for levels) using flash cards!</p> <p>LAB: Creating Story: flash cards...</p> <p>Interaction Elements + Design: Flash.</p> <p>LAB: Build a simple Rube-Goldberg Machine.</p>	
2/3	<p>Level Design. Flowcharting. 'How to challenge your player' methodology.</p> <p>LAB: Creating 'rooms' or 'space' that your character will travel through; creating space out of a familiar 'object' or metaphor (see DOOM)</p>	
2/10	<p>LAB: Creating 'rooms' or 'space' that your character will travel through; creating space out of a familiar 'object' or metaphor (see DOOM)</p>	
2/17	<p>Audience + Rule Making: Flash.</p> <p>Revisiting Game Genres. Final Project Game Ideas. Game Pre-Production materials.</p> <p>LAB: Building a simple rule-based game.</p>	

2/24	Prototyping. Creating & Playing. Game Testing. All for fun? LAB: Team Project – Board Game Design (phase 1 – develop and design).	
3/3	LAB: Board Game Design (phase 2 – testing and finessing).	
3/10 end of midterm	Interface Design. Comparisons between games and genres. LAB: Testing Prototype and Feedback collection.	Final Project Game Treatment Due. Really take a look at interfaces for different games. Sketch some varieties for class the following week.
3/17	2d verses 3d. Demo. Tile Making for Games. LAB: create a tiled texture.	Interface design sketches due. 2d tile exercise
3/24	Lab	1st Prototype (paper) Due!
3/31 holiday	No classes	
4/7 holiday	No classes	
4/14	Sound for Games. LAB: add sound to game	
4/21	GAME TESTING!!!	2nd Prototype Due!
4/28	LAB: work on final projects	
5/5	LAB: work on final projects	
5/12	Final Presentations	Final projects due 1pm!!!!

Types of Assignments and Exercises

Assignments will build up to a final project game prototype. Exercises provide you ability to test-drive different gamer job duties.

Exercises:

HOMEWORK: Each week you will PLAY a VIDEO GAME. It doesn't matter what kind of game or what platform just so it is different each time. Write a paragraph on the game you played including the following information:

- Name of Game
- Game Genre
- Sprite or 3d engine

Description of 'style of play': this is open ended. Is it slow/fast...etc.

IN LAB: In-lab projects will allow you to experiment with all the possible game design duties. Some will be done on computer; some will be developed on paper.

Texture design: learning how to create 3d tile-able textures

Level and flowchart

Character design sketches + Animated flash prototype

Interactivity: Randomness, drag and drop, score and time keeping, collision control, physics based animation, etc.

Assignments (leading up to final project)

Story design sketches and brainstormed ideas

Level design and flowcharting for adventure game

Game module interfaces

Sound effects (event triggered sounds) ambient sound effects

Final Project Preproduction materials

Proposal for Adventure Game

Flowchart as map

Storyboard for any complex animations

Final Project

Create an adventure game (ok, sell me on another do-able game if you wish!!!). You can work on your own or in a team. Prototype your idea as a flash using basic interactivity (movement through space, triggering via collision sounds + animation, etc.)